

In the claims:

1. (currently amended) A video game management system comprising:  
a housing having a front face and at least one bay formed in the front face;  
at least one movable storage module disposed in the at least one bay, wherein the storage module is constructed and arranged to store at least one of a disk and ~~or at least one~~ a memory card; and  
at least one controller clip, wherein the controller clip is configured to cradle a video game controller.
2. (original) The video game management system of claim 1, wherein the controller clip is constructed and arranged to accept a video game controller cord.
3. (original) The video game management system of claim 1, wherein the controller clip is removable.
4. (currently amended) The video game management system of claim 1, wherein the storage module is constructed and arranged to store ~~one or more DVD, CD-ROM and or video game disks~~ at least one of a DVD, a CD ROM, and a video game disk.
5. (canceled)
6. (original) The video game management system of claim 1, wherein the storage module includes a closable door.
7. (original) The video game management system of claim 1, wherein the storage module further includes a label.
8. (currently amended) The video game management system of claim 1, wherein the video game management system is constructed and arranged to store ~~one or more DVD, CD-ROM, memory card and or video game disks in their original cases~~ at least one of a DVD, a CD ROM, memory cards, and a video game disk in their original cases.

9. (original) The video game management system of claim 1, further comprising a surge suppression system, wherein the surge suppression system is constructed and arranged to provide surge protected power to one or more electronic devices.

10. (original) The video game management system of claim 9, wherein the surge suppression system includes one or more surge protected power outlets.

11. (currently amended) The video game management system of claim 9, further comprising a power on and ~~or~~ a surge protection status light.

12. (original) The video game management system of claim 9, wherein the surge suppression system further provides surge protection to one or more electronic devices through at least one jack.

13. (currently amended) The video game management system of claim 12, further comprising at least one of a coaxial cable jack, and ~~or at least one~~ a RJ 45 jack, and ~~or at least one~~ a RJ 11 jack.

14. (canceled)

15. (currently amended) A video game management system comprising:  
a main housing having a front face with at least one bay formed in the front face;  
a surge suppression system disposed within the housing, wherein the surge suppression system is constructed and arranged to provide surge protected power to one or more electronic devices; and

at least one movable storage module disposed within the at least one bay in the main  
housing, wherein the storage module is constructed and arranged to store ~~at least one disk and or~~  
~~at least one memory card~~ at least one of a disk and a memory card.

16. (canceled)

17. (currently amended) The video game management system of claim 15, wherein the storage module is constructed and arranged to store ~~one or more DVD, CD ROM and or video game disks~~ at least one of a DVD, a CD ROM, and a video game disk.

18. (currently amended) The video game management system of claim 15, wherein the storage module further includes one or more sliding trays that are constructed and arranged for storing a disk and ~~or~~ a memory card.

19. (original) The video game management system of claim 15, wherein the storage module further includes a door.

20. (original) The video game management system of claim 15, wherein the storage module further includes a label.

21. (currently amended) The video game management system of claim 15, wherein the video game management system is constructed and arranged to store ~~one or more DVD, CD-ROM, memory card and or video game disks~~ at least one of a DVD, a CD ROM, a memory card, and a video game disk in their original cases.

22. (original) The video game management system of claim 15, wherein the surge suppression system further provides surge protection to one or more electronic devices through at least one jack.

23. (currently amended) The video game management system of claim 22, further comprising at least one ~~coaxial cable jack and or at least one RJ 45 jack and or at least one RJ 11 jack~~ of a coaxial cable jack, a RJ 45 jack, and a RJ 11 jack.

24. (original) The video game management system of claim 15, further comprising at least one controller clip, wherein the controller clip is configured to cradle a video game controller.

25. (original) The video game management system of claim 24, wherein the controller clip is constructed and arranged to accept a video game controller cord.

26-27. (canceled)

28. (currently amended) A video game management system for use with a video game console comprising:

a housing having a front face with at least one bay formed in the front face;

storage means for storing video game components, wherein the storage means are disposed in the at least one bay; and

surge protected power means for providing surge protected power to at least one electronic device.

29. (currently amended) A video game management system for storing objects used in conjunction with an electronic device comprising:

a housing having a front face with at least one bay formed in the front face, wherein the housing is constructed and arranged to provide a thermal barrier between includes support portions on a top surface of the housing to support a video game console or other electronic device and a surface of an object and wherein the support portions are constructed and arranged to provide an airflow passage between the video game console or other electronic device and a surface of the housing;

at least one removable storage module disposed in the at least one bay, wherein the storage module is constructed and arranged to store at least one of a disk and a memory card; and

a surge suppression system disposed within the housing, wherein the surge suppression system is constructed and arranged to provide surge protected power to one or more electronic devices.

30-32. (canceled)

33. (currently amended) The video game management system of claim 29, wherein the storage module is constructed and arranged to store ~~one or more DVD, CD-ROM and or video game disks~~ at least one of a DVD, a CD ROM, and a video game disk.

34. (canceled)

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35. (new) The video game management system of claim 29, further comprising mounting feet disposed on a top surface of the housing to provide the support for the video game console.